IELTS Essay: Violent Entertainment (Games and Movies)

Movies and computer games containing violence are popular. Some people say they have a negative effect on society and should be censored. Others say they are just harmless relaxation.
Discuss both these views and give your own opinion.

Some feel that violence in entertainment is a root cause of problems in society and should thus be censored. In my opinion, while there is legitimate cause to establish reasonable boundaries, such content has little actual negative impact.

On the one hand, there is a general level of acceptance that gratuitous violence should be restricted. This is particularly the case if films are being broadcast on public channels or it is possible to gain easy access to violent games. In most nations, programming during the daytime has higher thresholds for acceptable content due to fears of influencing impressionable children. The worry is that very young children and teenagers will become desensitized to violence and potentially establish either a confrontational way of interacting or, in extreme cases, a pattern of behavior. Studies have not shown much evidence for these claims however they possess a commonsensical logic.

On the other hand, the majority of individuals have no difficulty distinguishing between fiction and reality. Consumers of violent entertainment are simply passing the time or experiencing a vicarious thrill. There is even the slight chance that by watching violent entertainment, audiences will be dissuaded from such behavior or feel their need for violence has been sufficiently expressed. For instance, an individual who plays violent computer games or is obsessed with horror films, according to research, is no more likely to commit a violent crime or display abnormal behavior. The actual causes of problems in society relate to employment, economics, discrimination, income inequality, and various systemic barriers.

In conclusion, though there are certain levels of violence that should be censored depending on the context, most explicit content ought to be permitted in games and movies. Efforts to heavily censor would be short-sighted and misguided.

Analysis

1. Some feel that violence in entertainment is a root cause of problems in society and should thus be censored. **2.** In my opinion, while there is legitimate cause to establish reasonable boundaries, such content has little actual negative impact.

1. ***Paraphrase the overall essay topic.***
2. ***Write a clear opinion. Read more about introductions here.***
   1. On the one hand, there is a general level of acceptance that gratuitous violence should be restricted. **2.** This is particularly the case if films are being broadcast on public channels or it is possible to gain easy access to violent games. **3.** In most nations, programming during the daytime has higher thresholds for acceptable content due to fears of influencing impressionable children. **4.** The worry is that very young children and teenagers will become desensitized to violence and potentially establish either a confrontational way of interacting or, in extreme cases, a pattern of behavior. **5.** Studies have not shown much evidence for these claims however they possess a commonsensical logic.

1. ***Write a topic sentence with a clear main idea at the end.***
2. ***Explain your main idea.***
3. ***Develop it with specific or hypothetical examples.***
4. ***Keep developing it fully.***
5. ***The more support, the higher your task achievement mark!***
   1. On the other hand, the majority of individuals have no difficulty distinguishing between fiction and reality. **2.** Consumers of violent entertainment are simply passing

the time or experiencing a vicarious thrill. **3.** There is even the slight chance that by watching violent entertainment, audiences will be dissuaded from such behavior or feel their need for violence has been sufficiently expressed. **4.** For instance, an individual who plays violent computer games or is obsessed with horror films, according to research, is no more likely to commit a violent crime or display abnormal behavior. **5.** The actual causes of problems in society relate to employment, economics, discrimination, income inequality, and various systemic barriers.

1. ***Write a new topic sentence with a new main idea at the end.***
2. ***Explain your new main idea.***
3. ***Include specific details and examples.***
4. ***Continue developing it…***
5. ***as fully as possible!***
   1. In conclusion, though there are certain levels of violence that should be censored depending on the context, most explicit content ought to be permitted in games and movies. **2.** Efforts to heavily censor would be short-sighted and misguided.

1. ***Summarise your main ideas.***
2. ***Include a final thought. Read more about conclusions here.***

Vocabulary

What do the words in bold below mean? Make some notes on paper to aid memory and then check below.

Some feel that **violence** in entertainment is a **root cause** of problems in society and should thus be **censored**. In my opinion, **while** there is **legitimate cause** to **establish reasonable boundaries**, such **content** has **little actual negative impact**.

On the one hand, there is a **general level** of **acceptance** that **gratuitous** violence should be **restricted**. This is **particularly the case** if films are being **broadcast** on **public channels** or it is **possible** to **gain easy access** to violent games. **In most nations**, **programming** during the daytime has **higher thresholds** for **acceptable content** due to **fears** of **influencing impressionable children**. The **worry** is that very young children and teenagers will become **desensitized** to violence and **potentially establish** either a **confrontational way of interacting** or, **in extreme cases**, a **pattern** of **behavior**. Studies have not shown much evidence for these **claims** however they **possess** a **commonsensical logic**.

On the other hand, the **majority** of individuals have **no difficulty distinguishing between fiction and reality**. **Consumers** of violent entertainment are simply **passing the time** or **experiencing** a **vicarious thrill**. There is even the **slight chance** that by watching violent entertainment, audiences will be **dissuaded** from such behavior or feel their need for violence has been **sufficiently expressed**. For instance, an individual who plays violent computer games or is **obsessed** with horror films, **according to research**, is no more likely to **commit** a **violent crime** or **display abnormal behavior**. The **actual** causes of problems in society **relate to employment**, **economics**, **discrimination**, **income inequality**, and **various systemic barriers**.

In conclusion, though there are certain **levels** of violence that should be censored **depending on** the **context**, most **explicit** content ought to be **permitted** in games and movies. **Efforts** to **heavily** censor would be **short-sighted** and **misguided**.

Answers

For extra practice, write an antonym (opposite word) on a piece of paper to help you remember the new vocabulary:

violence hitting, killing, hurting, etc.
root cause base reason

censored limited, some areas cut out
while although
legitimate cause real reason
establish reasonable boundaries set clear limits
content what is in shows, games, movies, etc.
little actual negative impact doesn't actually hurt
on the one hand on one side
general level overall amount
acceptance believed in
gratuitous not for any real purpose
restricted contained
particularly the case especially true
broadcast show
public channels TV stations open to all
possible can happen
gain easy access not hard to get
in most nations in many countries
programming what's on TV
higher thresholds more difficult to meet the standards
acceptable content appopriate stuff
fears worries
influencing impressionable children having an effect on kids
worry fear
desensitized stop being deeply affected by
potentially establish possibly create
confrontational way of interacting aggressive
in extreme cases in rare exceptions
pattern trend
behavior way of acting
claims arguments
possess have
commonsensical logic make sense
on the other hand however
majority most of
no difficulty distinguishing between fiction and reality cant tell apart the real and not real world
consumers people who buy things
passing the time occupying yourself
experiencing going through
vicarious thrill experiencing through others
slight chance small probability
dissuaded not encouraged to do it
sufficiently expressed fully done
obsessed care a lot about
according to research studies have shown
commit do
violent crime murder, etc.
display abnormal behavior
actual real
relate to employment concern jobs
economics finances
discrimination prejudice
income inequality people not earning equal amounts of money
various systemic barriers areas of society opposing people
levels amount of something
depending on having to do with
context situation
explicit very visual
permitted allowed to

efforts attempts
heavily strongly
short-sighted not looking at the long-term
misguided badly intentioned